

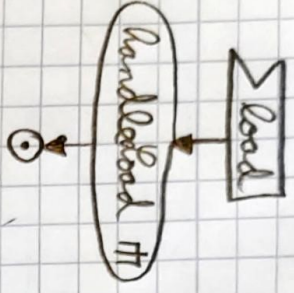
Grand Main

name space Grand classes

```

Get golden: number = 0, 62
Get height: number;
Get width: number;
Get csc2: canvas
    
```

window.addContentToStore "load"



handleLoad _event: Event

create Canvas Element

```

height = canvas.height
width = canvas.width
    
```

```

let horizon: number = height * golden
let newSun: Sun = new Sun (-position: Vector)
let cloud1: Cloud = new Cloud (-position: Vector, -size: Vector)
let cloud2:
let boat: Boat = new Boat (-position: Vector)
let volcano: Volcano = new Volcano (-position: Vector, -size: Vector, -color: Vector, -size: Vector)
let bird: Bird = new Bird (-position: Vector)
    
```